

SUPER GUIDE TO TECH LEVELS IN SUPERPOWER 2

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Version 2 Compiled By Seven (Grendel 2210)

Note: If a stat (e.g. Gun Fire Rate) has a MINUS number; -1, it means that unit type cannot use that form of weaponry. All ranges are logical assumptions.

Speed & Manoeuvrability determines the speed at which the unit moves and reduces the chances of getting hit by enemy fire.

Land and most Air units uses Kilometres Per Hour except for Fighter, Attack and Bomber Aircraft which use Kilometres per hour x 10 while naval Units use Knots.

Sensors determine a unit's ability to successfully target an enemy unit.

Gun range determines the distance at which the unit can hit a target using guns in *Kilometres*.

Gun precision determines the probability of successfully hit a target using guns.

Gun damage determines the amount of damage dealt to a target after a successful hit using guns.

Missile payload determines the amount of missiles carried by the unit.

Missiles range determines the distance in *Kilometres* at which the unit can hit a target using missiles.

Missiles precision determines the probability of successfully hit a target using missiles.

Missiles damage determines the amount of damage dealt to a target after a successful hit using missiles.

Stealth While in combat, stealth greatly reduces the chances of being the target of enemy fire, increasing the unit's survivability.

Countermeasures determines a unit's chance of evading incoming missiles, slightly increasing its survivability.

Aarmor reduces the amount of damage dealt to a unit after a successful hit.

Density is the relative density per square Kilometre that the unit occupies.

HP is Hit Points. This is the basic capacity for a unit to take damage. When HP is reduced to zero the unit is destroyed.

INFANTRY

Density 0.000004

Type 1

HP 5

Category 0 (Infantry)

Gun Fire Rate 3

Missile Fire Rate -1

Missile Rearming Delay -1



SPEED

Tech Level 1 = 4

Tech Level 2 = 4

Tech Level 3 = 4

Tech Level 4 = 4

Tech Level 5 = 4

Tech Level 6 = 4

Tech Level 7 = 4

Tech Level 8 = 4

Tech Level 9 = 4

Tech Level 10 = 4

SENSORS

Tech Level 1 = 5

Tech Level 2 = 5

Tech Level 3 = 5

Tech Level 4 = 5

Tech Level 5 = 5

Tech Level 6 = 5

Tech Level 7 = 5

Tech Level 8 = 5

Tech Level 9 = 5

Tech Level 10 = 5

GUN RANGE

Tech Level 1 = 0.3

Tech Level 2 = 0.3

Tech Level 3 = 0.3

Tech Level 4 = 0.3

Tech Level 5 = 0.3

Tech Level 6 = 0.3

Tech Level 7 = 0.3

Tech Level 8 = 0.3

Tech Level 9 = 0.3

Tech Level 10 = 0.3

GUN PRECISION

Tech Level 1 = 50
Tech Level 2 = 50
Tech Level 3 = 50
Tech Level 4 = 50
Tech Level 5 = 50
Tech Level 6 = 50
Tech Level 7 = 50
Tech Level 8 = 50
Tech Level 9 = 50
Tech Level 10 = 50

GUN DAMAGE

Tech Level 1 = 1
Tech Level 2 = 1
Tech Level 3 = 1
Tech Level 4 = 1
Tech Level 5 = 1
Tech Level 6 = 1
Tech Level 7 = 1
Tech Level 8 = 1
Tech Level 9 = 1
Tech Level 10 = 1

ARMOR

Tech Level 1 = 1
Tech Level 2 = 1
Tech Level 3 = 1
Tech Level 4 = 1
Tech Level 5 = 1
Tech Level 6 = 1
Tech Level 7 = 1
Tech Level 8 = 1
Tech Level 9 = 1
Tech Level 10 = 1

INFANTRY VEHICLES

Density 0.00012

Type 2

HP 100

Gun Fire Rate 5

Missile Fire Rate -1

Category 1 (Land Vehicles)

Missile Rearming Delay -1



SPEED

Tech Level 1 = 45

Tech Level 2 = 56

Tech Level 3 = 68

Tech Level 4 = 75

Tech Level 5 = 83

Tech Level 6 = 90

Tech Level 7 = 94

Tech Level 8 = 98

Tech Level 9 = 101

Tech Level 10 = 105

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 2

Tech Level 2 = 2.5

Tech Level 3 = 3

Tech Level 4 = 3.5

Tech Level 5 = 4

Tech Level 6 = 4.25

Tech Level 7 = 4.5

Tech Level 8 = 4.75

Tech Level 9 = 5

Tech Level 10 = 5.25

GUN PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

GUN DAMAGE

Tech Level 1 = 10
Tech Level 2 = 15
Tech Level 3 = 20
Tech Level 4 = 25
Tech Level 5 = 30
Tech Level 6 = 35
Tech Level 7 = 40
Tech Level 8 = 45
Tech Level 9 = 50
Tech Level 10 = 55

ARMOR

Tech Level 1 = 20
Tech Level 2 = 40
Tech Level 3 = 60
Tech Level 4 = 80
Tech Level 5 = 100
Tech Level 6 = 120
Tech Level 7 = 140
Tech Level 8 = 160
Tech Level 9 = 180
Tech Level 10 = 200

AIR DEFENSE

Density 0.00012

Type 3

HP 80

Gun Fire Rate 4

Missile Fire Rate 4

Category 1 (Land Vehicles)

Missile Rearming Delay 10

SPEED

Tech Level 1 = 25

Tech Level 2 = 30

Tech Level 3 = 35

Tech Level 4 = 40

Tech Level 5 = 45

Tech Level 6 = 50

Tech Level 7 = 55

Tech Level 8 = 60

Tech Level 9 = 65

Tech Level 10 = 70

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 2

Tech Level 2 = 2.5

Tech Level 3 = 3

Tech Level 4 = 3.5

Tech Level 5 = 4

Tech Level 6 = 4.25

Tech Level 7 = 4.5

Tech Level 8 = 4.75

Tech Level 9 = 5

Tech Level 10 = 5.25



GUN PRECISION

Tech Level 1 = 20
Tech Level 2 = 22
Tech Level 3 = 24
Tech Level 4 = 26
Tech Level 5 = 28
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

GUN DAMAGE

Tech Level 1 = 20
Tech Level 2 = 25
Tech Level 3 = 30
Tech Level 4 = 35
Tech Level 5 = 40
Tech Level 6 = 45
Tech Level 7 = 50
Tech Level 8 = 55
Tech Level 9 = 60
Tech Level 10 = 65

MISSILE PAYLOAD

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 8
Tech Level 4 = 12
Tech Level 5 = 16
Tech Level 6 = 20
Tech Level 7 = 24
Tech Level 8 = 28
Tech Level 9 = 32
Tech Level 10 = 36

MISSILE RANGE

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 25
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 50
Tech Level 2 = 60
Tech Level 3 = 70
Tech Level 4 = 80
Tech Level 5 = 85
Tech Level 6 = 90
Tech Level 7 = 95
Tech Level 8 = 100
Tech Level 9 = 105
Tech Level 10 = 110

ARMOR

Tech Level 1 = 10
Tech Level 2 = 20
Tech Level 3 = 30
Tech Level 4 = 40
Tech Level 5 = 50
Tech Level 6 = 60
Tech Level 7 = 70
Tech Level 8 = 80
Tech Level 9 = 90
Tech Level 10 = 100

MOBILE LAUNCHER

Density 0.00015

Type 4

HP 80

Gun Fire Rate -1

Missile Fire Rate 3

Category 1 (Land Vehicles)

Missile Rearming Delay10

SPEED

Tech Level 1 = 40

Tech Level 2 = 50

Tech Level 3 = 60

Tech Level 4 = 70

Tech Level 5 = 80

Tech Level 6 = 85

Tech Level 7 = 90

Tech Level 8 = 95

Tech Level 9 = 100

Tech Level 10 = 105

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

MISSILE PAYLOAD

Tech Level 1 = 1

Tech Level 2 = 8

Tech Level 3 = 16

Tech Level 4 = 24

Tech Level 5 = 36

Tech Level 6 = 44

Tech Level 7 = 50

Tech Level 8 = 54

Tech Level 9 = 58

Tech Level 10 = 60



MISSILE RANGE

Tech Level 1 = 10
Tech Level 2 = 20
Tech Level 3 = 30
Tech Level 4 = 40
Tech Level 5 = 50
Tech Level 6 = 60
Tech Level 7 = 70
Tech Level 8 = 80
Tech Level 9 = 90
Tech Level 10 = 100

MISSILE PRECISION

Tech Level 1 = 45
Tech Level 2 = 50
Tech Level 3 = 55
Tech Level 4 = 60
Tech Level 5 = 65
Tech Level 6 = 70
Tech Level 7 = 75
Tech Level 8 = 80
Tech Level 9 = 85
Tech Level 10 = 90

MISSILE DAMAGE

Tech Level 1 = 90
Tech Level 2 = 120
Tech Level 3 = 140
Tech Level 4 = 160
Tech Level 5 = 175
Tech Level 6 = 190
Tech Level 7 = 200
Tech Level 8 = 210
Tech Level 9 = 215
Tech Level 10 = 220

ARMOR

Tech Level 1 = 10
Tech Level 2 = 20
Tech Level 3 = 30
Tech Level 4 = 40
Tech Level 5 = 50
Tech Level 6 = 60
Tech Level 7 = 70
Tech Level 8 = 80
Tech Level 9 = 90
Tech Level 10 = 100

TANKS

Density 0.00015

Type 5

HP 200

Gun Fire Rate 0.1

Missile Fire Rate -1

Category 1 (Land Vehicles)

Missile Rearming Delay -1

SPEED

Tech Level 1 = 40

Tech Level 2 = 50

Tech Level 3 = 60

Tech Level 4 = 70

Tech Level 5 = 80

Tech Level 6 = 85

Tech Level 7 = 90

Tech Level 8 = 95

Tech Level 9 = 100

Tech Level 10 = 105

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 2

Tech Level 2 = 2.5

Tech Level 3 = 3

Tech Level 4 = 3.5

Tech Level 5 = 4

Tech Level 6 = 4.25

Tech Level 7 = 4.5

Tech Level 8 = 4.75

Tech Level 9 = 5

Tech Level 10 = 5.25



GUN PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

GUN DAMAGE

Tech Level 1 = 120
Tech Level 2 = 140
Tech Level 3 = 160
Tech Level 4 = 180
Tech Level 5 = 200
Tech Level 6 = 220
Tech Level 7 = 240
Tech Level 8 = 260
Tech Level 9 = 280
Tech Level 10 = 300

ARMOR

Tech Level 1 = 20
Tech Level 2 = 40
Tech Level 3 = 60
Tech Level 4 = 80
Tech Level 5 = 100
Tech Level 6 = 120
Tech Level 7 = 140
Tech Level 8 = 160
Tech Level 9 = 180
Tech Level 10 = 200

ARTILLERY GUNS

Density 0.00012

Type 6

HP 80

Gun Fire Rate 0.05

Missile Fire Rate -1

Category 1 (Land Vehicles)

Missile Rearming Delay -1



SPEED

Tech Level 1 = 25

Tech Level 2 = 30

Tech Level 3 = 35

Tech Level 4 = 40

Tech Level 5 = 45

Tech Level 6 = 50

Tech Level 7 = 55

Tech Level 8 = 60

Tech Level 9 = 65

Tech Level 10 = 70

SENSORS

Tech Level 1 = 30

Tech Level 2 = 35

Tech Level 3 = 40

Tech Level 4 = 45

Tech Level 5 = 50

Tech Level 6 = 55

Tech Level 7 = 60

Tech Level 8 = 65

Tech Level 9 = 70

Tech Level 10 = 75

GUN RANGE

Tech Level 1 = 50

Tech Level 2 = 60

Tech Level 3 = 65

Tech Level 4 = 70

Tech Level 5 = 75

Tech Level 6 = 80

Tech Level 7 = 85

Tech Level 8 = 90

Tech Level 9 = 95

Tech Level 10 = 100

GUN PRECISION

Tech Level 1 = 20
Tech Level 2 = 22
Tech Level 3 = 24
Tech Level 4 = 26
Tech Level 5 = 28
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

GUN DAMAGE

Tech Level 1 = 140
Tech Level 2 = 160
Tech Level 3 = 180
Tech Level 4 = 200
Tech Level 5 = 220
Tech Level 6 = 240
Tech Level 7 = 260
Tech Level 8 = 280
Tech Level 9 = 300
Tech Level 10 = 320

MISSILE PAYLOAD

Tech Level 1 = 1
Tech Level 2 = 2
Tech Level 3 = 4
Tech Level 4 = 8
Tech Level 5 = 12
Tech Level 6 = 16
Tech Level 7 = 20
Tech Level 8 = 24
Tech Level 9 = 28
Tech Level 10 = 32

MISSILE RANGE

Tech Level 1 = 40
Tech Level 2 = 50
Tech Level 3 = 60
Tech Level 4 = 70
Tech Level 5 = 75
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 50
Tech Level 2 = 60
Tech Level 3 = 70
Tech Level 4 = 80
Tech Level 5 = 85
Tech Level 6 = 90
Tech Level 7 = 95
Tech Level 8 = 100
Tech Level 9 = 105
Tech Level 10 = 110

ARMOR

Tech Level 1 = 10
Tech Level 2 = 20
Tech Level 3 = 30
Tech Level 4 = 40
Tech Level 5 = 50
Tech Level 6 = 60
Tech Level 7 = 70
Tech Level 8 = 80
Tech Level 9 = 90
Tech Level 10 = 100

ATTACK HELICOPTERS

Density 0.0009

Type 7

HP 160

Gun Fire Rate 10

Missile Fire Rate 3

Category 2 (Air)

Missile Rearming Delay 40



SPEED

Tech Level 1 = 75

Tech Level 2 = 88

Tech Level 3 = 100

Tech Level 4 = 110

Tech Level 5 = 120

Tech Level 6 = 130

Tech Level 7 = 135

Tech Level 8 = 140

Tech Level 9 = 145

Tech Level 10 = 150

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 2.5

Tech Level 2 = 3

Tech Level 3 = 3.5

Tech Level 4 = 4

Tech Level 5 = 4.5

Tech Level 6 = 5

Tech Level 7 = 5.25

Tech Level 8 = 5.5

Tech Level 9 = 5.75

Tech Level 10 = 6

GUN PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

GUN DAMAGE

Tech Level 1 = 10
Tech Level 2 = 15
Tech Level 3 = 20
Tech Level 4 = 25
Tech Level 5 = 30
Tech Level 6 = 35
Tech Level 7 = 40
Tech Level 8 = 45
Tech Level 9 = 50
Tech Level 10 = 55

MISSILE PAYLOAD

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 8
Tech Level 4 = 12
Tech Level 5 = 16
Tech Level 6 = 18
Tech Level 7 = 20
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

MISSILE RANGE

Tech Level 1 = 5
Tech Level 2 = 8
Tech Level 3 = 11
Tech Level 4 = 13
Tech Level 5 = 15
Tech Level 6 = 17
Tech Level 7 = 19
Tech Level 8 = 20
Tech Level 9 = 21
Tech Level 10 = 22

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 90
Tech Level 2 = 120
Tech Level 3 = 135
Tech Level 4 = 150
Tech Level 5 = 160
Tech Level 6 = 170
Tech Level 7 = 180
Tech Level 8 = 185
Tech Level 9 = 190
Tech Level 10 = 195

STEALTH

Tech Level 1 = 55
Tech Level 2 = 60
Tech Level 3 = 65
Tech Level 4 = 70
Tech Level 5 = 75
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

COUNTERMEASURES

Tech Level 1 = 20
Tech Level 2 = 22.5
Tech Level 3 = 25
Tech Level 4 = 27.5
Tech Level 5 = 30
Tech Level 6 = 32
Tech Level 7 = 34
Tech Level 8 = 36
Tech Level 9 = 38
Tech Level 10 = 40

ARMOR

Tech Level 1 = 5

Tech Level 2 = 10

Tech Level 3 = 15

Tech Level 4 = 20

Tech Level 5 = 25

Tech Level 6 = 30

Tech Level 7 = 35

Tech Level 8 = 40

Tech Level 9 = 45

Tech Level 10 = 50

TRANSPORT HELICOPTERS

Density 0.0015

Type 8

HP 120

Gun Fire Rate 8

Missile Fire Rate -1

Category 2 (Air)

Missile Rearming Delay -1



SPEED

Tech Level 1 = 60

Tech Level 2 = 69

Tech Level 3 = 78

Tech Level 4 = 87

Tech Level 5 = 96

Tech Level 6 = 102

Tech Level 7 = 108

Tech Level 8 = 114

Tech Level 9 = 117

Tech Level 10 = 120

SENSORS

Tech Level 1 = 30

Tech Level 2 = 35

Tech Level 3 = 40

Tech Level 4 = 45

Tech Level 5 = 50

Tech Level 6 = 55

Tech Level 7 = 60

Tech Level 8 = 65

Tech Level 9 = 70

Tech Level 10 = 75

GUN RANGE

Tech Level 1 = 2

Tech Level 2 = 2.5

Tech Level 3 = 3

Tech Level 4 = 3.5

Tech Level 5 = 4

Tech Level 6 = 4.25

Tech Level 7 = 4.5

Tech Level 8 = 4.75

Tech Level 9 = 5

Tech Level 10 = 5.25

GUN PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

GUN DAMAGE

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 22
Tech Level 6 = 24
Tech Level 7 = 26
Tech Level 8 = 28
Tech Level 9 = 30
Tech Level 10 = 32

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 15
Tech Level 3 = 20
Tech Level 4 = 22
Tech Level 5 = 24
Tech Level 6 = 26
Tech Level 7 = 28
Tech Level 8 = 30
Tech Level 9 = 31
Tech Level 10 = 32

ARMOR

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 25
Tech Level 6 = 30
Tech Level 7 = 34
Tech Level 8 = 36
Tech Level 9 = 38
Tech Level 10 = 40

ASW HELICOPTERS

Density 0.0015

Type 9

HP 120

Gun Fire Rate -1

Missile Fire Rate 2

Category 3 (Sea)

Missile Rearming Delay 40



SPEED

Tech Level 1 = 60

Tech Level 2 = 69

Tech Level 3 = 78

Tech Level 4 = 87

Tech Level 5 = 96

Tech Level 6 = 102

Tech Level 7 = 108

Tech Level 8 = 114

Tech Level 9 = 117

Tech Level 10 = 120

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

MISSILE PAYLOAD

Tech Level 1 = 1

Tech Level 2 = 1

Tech Level 3 = 2

Tech Level 4 = 2

Tech Level 5 = 4

Tech Level 6 = 4

Tech Level 7 = 6

Tech Level 8 = 6

Tech Level 9 = 6

Tech Level 10 = 8

MISSILE RANGE

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 25
Tech Level 6 = 30
Tech Level 7 = 35
Tech Level 8 = 40
Tech Level 9 = 45
Tech Level 10 = 50

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 100
Tech Level 2 = 130
Tech Level 3 = 160
Tech Level 4 = 190
Tech Level 5 = 220
Tech Level 6 = 250
Tech Level 7 = 280
Tech Level 8 = 310
Tech Level 9 = 340
Tech Level 10 = 370

COUNTERMEASURES

Tech Level 1 = 20
Tech Level 2 = 22.5
Tech Level 3 = 25
Tech Level 4 = 27.5
Tech Level 5 = 30
Tech Level 6 = 32
Tech Level 7 = 34
Tech Level 8 = 36
Tech Level 9 = 38
Tech Level 10 = 40

ARMOR

Tech Level 1 = 5

Tech Level 2 = 10

Tech Level 3 = 15

Tech Level 4 = 20

Tech Level 5 = 25

Tech Level 6 = 30

Tech Level 7 = 34

Tech Level 8 = 36

Tech Level 9 = 38

Tech Level 10 = 40

FIGHTER AIRCRAFT

Density 0.0008

Type 10

HP 40

Gun Fire Rate 100

Missile Fire Rate 5

Category 2 (Air)

Missile Rearming Delay 60



SPEED

Tech Level 1 = 150

Tech Level 2 = 175

Tech Level 3 = 200

Tech Level 4 = 220

Tech Level 5 = 240

Tech Level 6 = 260

Tech Level 7 = 270

Tech Level 8 = 280

Tech Level 9 = 290

Tech Level 10 = 300

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 2.5

Tech Level 2 = 3

Tech Level 3 = 3.5

Tech Level 4 = 4

Tech Level 5 = 4.5

Tech Level 6 = 5

Tech Level 7 = 5.25

Tech Level 8 = 5.5

Tech Level 9 = 5.75

Tech Level 10 = 6

GUN PRECISION

Tech Level 1 = 30
Tech Level 2 = 35
Tech Level 3 = 40
Tech Level 4 = 45
Tech Level 5 = 50
Tech Level 6 = 55
Tech Level 7 = 60
Tech Level 8 = 65
Tech Level 9 = 70
Tech Level 10 = 75

GUN DAMAGE

Tech Level 1 = 10
Tech Level 2 = 15
Tech Level 3 = 20
Tech Level 4 = 25
Tech Level 5 = 30
Tech Level 6 = 35
Tech Level 7 = 40
Tech Level 8 = 45
Tech Level 9 = 50
Tech Level 10 = 55

MISSILE PAYLOAD

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 6
Tech Level 4 = 8
Tech Level 5 = 10
Tech Level 6 = 12
Tech Level 7 = 14
Tech Level 8 = 16
Tech Level 9 = 18
Tech Level 10 = 20

MISSILE RANGE

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 22
Tech Level 6 = 24
Tech Level 7 = 26
Tech Level 8 = 28
Tech Level 9 = 30
Tech Level 10 = 32

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 45
Tech Level 2 = 50
Tech Level 3 = 55
Tech Level 4 = 60
Tech Level 5 = 62
Tech Level 6 = 64
Tech Level 7 = 66
Tech Level 8 = 68
Tech Level 9 = 70
Tech Level 10 = 72

STEALTH

Tech Level 1 = 55
Tech Level 2 = 60
Tech Level 3 = 65
Tech Level 4 = 70
Tech Level 5 = 75
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

COUNTERMEASURES

Tech Level 1 = 20
Tech Level 2 = 22.5
Tech Level 3 = 25
Tech Level 4 = 27.5
Tech Level 5 = 30
Tech Level 6 = 32
Tech Level 7 = 34
Tech Level 8 = 36
Tech Level 9 = 38
Tech Level 10 = 40

ARMOR

Tech Level 1 = 5

Tech Level 2 = 10

Tech Level 3 = 15

Tech Level 4 = 20

Tech Level 5 = 22

Tech Level 6 = 24

Tech Level 7 = 26

Tech Level 8 = 28

Tech Level 9 = 30

Tech Level 10 = 32

ATTACK AIRCRAFT

Density 0.0008

Type 11

HP 50

Gun Fire Rate 100

Missile Fire Rate 5

Category 2 (Air)

Missile Rearming Delay 60



SPEED

Tech Level 1 = 113

Tech Level 2 = 131

Tech Level 3 = 150

Tech Level 4 = 165

Tech Level 5 = 180

Tech Level 6 = 195

Tech Level 7 = 203

Tech Level 8 = 210

Tech Level 9 = 218

Tech Level 10 = 225

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 2.5

Tech Level 2 = 3

Tech Level 3 = 3.5

Tech Level 4 = 4

Tech Level 5 = 4.5

Tech Level 6 = 5

Tech Level 7 = 5.25

Tech Level 8 = 5.5

Tech Level 9 = 5.75

Tech Level 10 = 6

GUN PRECISION

Tech Level 1 = 30
Tech Level 2 = 35
Tech Level 3 = 40
Tech Level 4 = 45
Tech Level 5 = 50
Tech Level 6 = 55
Tech Level 7 = 60
Tech Level 8 = 65
Tech Level 9 = 70
Tech Level 10 = 75

GUN DAMAGE

Tech Level 1 = 10
Tech Level 2 = 15
Tech Level 3 = 20
Tech Level 4 = 25
Tech Level 5 = 30
Tech Level 6 = 35
Tech Level 7 = 40
Tech Level 8 = 45
Tech Level 9 = 50
Tech Level 10 = 55

MISSILE PAYLOAD

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 6
Tech Level 4 = 8
Tech Level 5 = 10
Tech Level 6 = 12
Tech Level 7 = 14
Tech Level 8 = 16
Tech Level 9 = 18
Tech Level 10 = 20

MISSILE RANGE

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 22
Tech Level 6 = 24
Tech Level 7 = 26
Tech Level 8 = 28
Tech Level 9 = 30
Tech Level 10 = 32

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 80
Tech Level 2 = 100
Tech Level 3 = 120
Tech Level 4 = 135
Tech Level 5 = 150
Tech Level 6 = 160
Tech Level 7 = 170
Tech Level 8 = 175
Tech Level 9 = 180
Tech Level 10 = 185

STEALTH

Tech Level 1 = 55
Tech Level 2 = 60
Tech Level 3 = 65
Tech Level 4 = 70
Tech Level 5 = 75
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

COUNTERMEASURES

Tech Level 1 = 20
Tech Level 2 = 22.5
Tech Level 3 = 25
Tech Level 4 = 27.5
Tech Level 5 = 30
Tech Level 6 = 32
Tech Level 7 = 34
Tech Level 8 = 36
Tech Level 9 = 38
Tech Level 10 = 40

ARMOR

Tech Level 1 = 5

Tech Level 2 = 10

Tech Level 3 = 15

Tech Level 4 = 20

Tech Level 5 = 25

Tech Level 6 = 30

Tech Level 7 = 35

Tech Level 8 = 40

Tech Level 9 = 45

Tech Level 10 = 50

BOMBER

Density 0.0012

Type 12

HP 80

Gun Fire Rate -1

Missile Fire Rate 4

Category 2 (Air)

Missile Rearming Delay 120

SPEED

Tech Level 1 = 125

Tech Level 2 = 150

Tech Level 3 = 175

Tech Level 4 = 200

Tech Level 5 = 215

Tech Level 6 = 230

Tech Level 7 = 245

Tech Level 8 = 255

Tech Level 9 = 265

Tech Level 10 = 275

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

MISSILE PAYLOAD

Tech Level 1 = 4

Tech Level 2 = 8

Tech Level 3 = 12

Tech Level 4 = 16

Tech Level 5 = 20

Tech Level 6 = 24

Tech Level 7 = 28

Tech Level 8 = 32

Tech Level 9 = 36

Tech Level 10 = 40



MISSILE RANGE

Tech Level 1 = 10
Tech Level 2 = 15
Tech Level 3 = 20
Tech Level 4 = 25
Tech Level 5 = 30
Tech Level 6 = 32
Tech Level 7 = 34
Tech Level 8 = 36
Tech Level 9 = 38
Tech Level 10 = 40

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 90
Tech Level 2 = 120
Tech Level 3 = 140
Tech Level 4 = 160
Tech Level 5 = 175
Tech Level 6 = 190
Tech Level 7 = 200
Tech Level 8 = 210
Tech Level 9 = 215
Tech Level 10 = 220

STEALTH

Tech Level 1 = 55
Tech Level 2 = 60
Tech Level 3 = 65
Tech Level 4 = 70
Tech Level 5 = 75
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 6
Tech Level 4 = 8
Tech Level 5 = 10
Tech Level 6 = 12
Tech Level 7 = 14
Tech Level 8 = 16
Tech Level 9 = 18
Tech Level 10 = 20

PATROL CRAFT

Density 0.002

Type 13

HP 400

Gun Fire Rate 1

Missile Fire Rate 5

Category 3 (Sea)

Missile Rearming Delay 1440



SPEED

Tech Level 1 = 26

Tech Level 2 = 41

Tech Level 3 = 63

Tech Level 4 = 90

Tech Level 5 = 108

Tech Level 6 = 122

Tech Level 7 = 130

Tech Level 8 = 136

Tech Level 9 = 140

Tech Level 10 = 142

SENSORS

Tech Level 1 = 20

Tech Level 2 = 30

Tech Level 3 = 40

Tech Level 4 = 50

Tech Level 5 = 58

Tech Level 6 = 65

Tech Level 7 = 72

Tech Level 8 = 78

Tech Level 9 = 84

Tech Level 10 = 90

GUN RANGE

Tech Level 1 = 4

Tech Level 2 = 4.5

Tech Level 3 = 5.5

Tech Level 4 = 7

Tech Level 5 = 9

Tech Level 6 = 12

Tech Level 7 = 14

Tech Level 8 = 15

Tech Level 9 = 15.5

Tech Level 10 = 16

GUN PRECISION

Tech Level 1 = 20
Tech Level 2 = 22
Tech Level 3 = 24
Tech Level 4 = 26
Tech Level 5 = 28
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

GUN DAMAGE

Tech Level 1 = 5
Tech Level 2 = 6
Tech Level 3 = 7
Tech Level 4 = 8
Tech Level 5 = 9
Tech Level 6 = 10
Tech Level 7 = 11
Tech Level 8 = 12
Tech Level 9 = 13
Tech Level 10 = 14

MISSILE PAYLOAD

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 8
Tech Level 4 = 10
Tech Level 5 = 12
Tech Level 6 = 14
Tech Level 7 = 16
Tech Level 8 = 18
Tech Level 9 = 20
Tech Level 10 = 22

MISSILE RANGE

Tech Level 1 = 12
Tech Level 2 = 15
Tech Level 3 = 21
Tech Level 4 = 30
Tech Level 5 = 42
Tech Level 6 = 50
Tech Level 7 = 55
Tech Level 8 = 58
Tech Level 9 = 60
Tech Level 10 = 61

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 100
Tech Level 2 = 120
Tech Level 3 = 145
Tech Level 4 = 160
Tech Level 5 = 175
Tech Level 6 = 190
Tech Level 7 = 200
Tech Level 8 = 205
Tech Level 9 = 210
Tech Level 10 = 215

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 10
Tech Level 2 = 20
Tech Level 3 = 30
Tech Level 4 = 40
Tech Level 5 = 50
Tech Level 6 = 60
Tech Level 7 = 70
Tech Level 8 = 80
Tech Level 9 = 90
Tech Level 10 = 100

CORVETTES

Density 0.006

Type 14

HP 800

Gun Fire Rate 0.5

Missile Fire Rate 10

Category 3 (Sea)

Missile Rearming Delay 1440



SPEED

Tech Level 1 = 38

Tech Level 2 = 48

Tech Level 3 = 58

Tech Level 4 = 67

Tech Level 5 = 74

Tech Level 6 = 80

Tech Level 7 = 85

Tech Level 8 = 90

Tech Level 9 = 93

Tech Level 10 = 95

SENSORS

Tech Level 1 = 40

Tech Level 2 = 47

Tech Level 3 = 53

Tech Level 4 = 59

Tech Level 5 = 65

Tech Level 6 = 71

Tech Level 7 = 77

Tech Level 8 = 82

Tech Level 9 = 87

Tech Level 10 = 92

GUN RANGE

Tech Level 1 = 8

Tech Level 2 = 9

Tech Level 3 = 11

Tech Level 4 = 16

Tech Level 5 = 19

Tech Level 6 = 22

Tech Level 7 = 24

Tech Level 8 = 25

Tech Level 9 = 26

Tech Level 10 = 27

GUN PRECISION

Tech Level 1 = 20
Tech Level 2 = 22
Tech Level 3 = 24
Tech Level 4 = 26
Tech Level 5 = 28
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

GUN DAMAGE

Tech Level 1 = 16
Tech Level 2 = 20
Tech Level 3 = 23
Tech Level 4 = 26
Tech Level 5 = 30
Tech Level 6 = 32
Tech Level 7 = 34
Tech Level 8 = 37
Tech Level 9 = 38
Tech Level 10 = 40

MISSILE PAYLOAD

Tech Level 1 = 2
Tech Level 2 = 4
Tech Level 3 = 8
Tech Level 4 = 16
Tech Level 5 = 28
Tech Level 6 = 40
Tech Level 7 = 50
Tech Level 8 = 56
Tech Level 9 = 60
Tech Level 10 = 62

MISSILE RANGE

Tech Level 1 = 25
Tech Level 2 = 37
Tech Level 3 = 51
Tech Level 4 = 62
Tech Level 5 = 71
Tech Level 6 = 78
Tech Level 7 = 84
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 100
Tech Level 2 = 120
Tech Level 3 = 145
Tech Level 4 = 160
Tech Level 5 = 175
Tech Level 6 = 190
Tech Level 7 = 200
Tech Level 8 = 205
Tech Level 9 = 210
Tech Level 10 = 215

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 20
Tech Level 2 = 40
Tech Level 3 = 60
Tech Level 4 = 80
Tech Level 5 = 100
Tech Level 6 = 120
Tech Level 7 = 140
Tech Level 8 = 160
Tech Level 9 = 180
Tech Level 10 = 200

FRIGATES

Density 0.0075

Type 15

HP 1000

Gun Fire Rate 0.5

Missile Fire Rate 10

Category 3 (Sea)

Missile Rearming Delay 1440



SPEED

Tech Level 1 = 36

Tech Level 2 = 46

Tech Level 3 = 56

Tech Level 4 = 65

Tech Level 5 = 72

Tech Level 6 = 78

Tech Level 7 = 83

Tech Level 8 = 87

Tech Level 9 = 90

Tech Level 10 = 92

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

GUN RANGE

Tech Level 1 = 8

Tech Level 2 = 9

Tech Level 3 = 12

Tech Level 4 = 17

Tech Level 5 = 21

Tech Level 6 = 24

Tech Level 7 = 26

Tech Level 8 = 27

Tech Level 9 = 28

Tech Level 10 = 29

GUN PRECISION

Tech Level 1 = 20
Tech Level 2 = 22
Tech Level 3 = 24
Tech Level 4 = 26
Tech Level 5 = 28
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

GUN DAMAGE

Tech Level 1 = 20
Tech Level 2 = 25
Tech Level 3 = 29
Tech Level 4 = 33
Tech Level 5 = 37
Tech Level 6 = 40
Tech Level 7 = 43
Tech Level 8 = 46
Tech Level 9 = 48
Tech Level 10 = 50

MISSILE PAYLOAD

Tech Level 1 = 4
Tech Level 2 = 8
Tech Level 3 = 14
Tech Level 4 = 22
Tech Level 5 = 32
Tech Level 6 = 44
Tech Level 7 = 54
Tech Level 8 = 62
Tech Level 9 = 68
Tech Level 10 = 72

MISSILE RANGE

Tech Level 1 = 30
Tech Level 2 = 42
Tech Level 3 = 54
Tech Level 4 = 65
Tech Level 5 = 73
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 100
Tech Level 2 = 120
Tech Level 3 = 145
Tech Level 4 = 160
Tech Level 5 = 175
Tech Level 6 = 190
Tech Level 7 = 200
Tech Level 8 = 205
Tech Level 9 = 210
Tech Level 10 = 215

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 25
Tech Level 2 = 50
Tech Level 3 = 75
Tech Level 4 = 100
Tech Level 5 = 125
Tech Level 6 = 150
Tech Level 7 = 175
Tech Level 8 = 200
Tech Level 9 = 225
Tech Level 10 = 250

DESTROYERS

Density 0.0115

Type 16

HP 1500

Gun Fire Rate 0.5

Missile Fire Rate 10

Category 3 (Sea)

Missile Rearming Delay 1440



SPEED

Tech Level 1 = 44

Tech Level 2 = 48

Tech Level 3 = 56

Tech Level 4 = 63

Tech Level 5 = 68

Tech Level 6 = 72

Tech Level 7 = 75

Tech Level 8 = 77

Tech Level 9 = 79

Tech Level 10 = 81

SENSORS

Tech Level 1 = 40

Tech Level 2 = 47

Tech Level 3 = 53

Tech Level 4 = 59

Tech Level 5 = 65

Tech Level 6 = 71

Tech Level 7 = 77

Tech Level 8 = 82

Tech Level 9 = 87

Tech Level 10 = 92

GUN RANGE

Tech Level 1 = 10

Tech Level 2 = 12

Tech Level 3 = 15

Tech Level 4 = 21

Tech Level 5 = 26

Tech Level 6 = 30

Tech Level 7 = 32

Tech Level 8 = 34

Tech Level 9 = 35

Tech Level 10 = 36

GUN PRECISION

Tech Level 1 = 20
Tech Level 2 = 22
Tech Level 3 = 24
Tech Level 4 = 26
Tech Level 5 = 28
Tech Level 6 = 30
Tech Level 7 = 32
Tech Level 8 = 34
Tech Level 9 = 36
Tech Level 10 = 38

GUN DAMAGE

Tech Level 1 = 30
Tech Level 2 = 33
Tech Level 3 = 36
Tech Level 4 = 39
Tech Level 5 = 42
Tech Level 6 = 45
Tech Level 7 = 48
Tech Level 8 = 51
Tech Level 9 = 54
Tech Level 10 = 57

MISSILE PAYLOAD

Tech Level 1 = 20
Tech Level 2 = 40
Tech Level 3 = 70
Tech Level 4 = 120
Tech Level 5 = 150
Tech Level 6 = 165
Tech Level 7 = 175
Tech Level 8 = 185
Tech Level 9 = 195
Tech Level 10 = 200

MISSILE RANGE

Tech Level 1 = 40
Tech Level 2 = 50
Tech Level 3 = 60
Tech Level 4 = 70
Tech Level 5 = 75
Tech Level 6 = 80
Tech Level 7 = 85
Tech Level 8 = 90
Tech Level 9 = 95
Tech Level 10 = 100

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 100
Tech Level 2 = 120
Tech Level 3 = 145
Tech Level 4 = 160
Tech Level 5 = 175
Tech Level 6 = 190
Tech Level 7 = 200
Tech Level 8 = 205
Tech Level 9 = 210
Tech Level 10 = 215

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 37
Tech Level 2 = 75
Tech Level 3 = 112
Tech Level 4 = 150
Tech Level 5 = 187
Tech Level 6 = 225
Tech Level 7 = 262
Tech Level 8 = 300
Tech Level 9 = 337
Tech Level 10 = 375

ATTACK SUBMARINES

Density 0.0045

Type 17

HP 500

Gun Fire Rate -1

Missile Fire Rate 0.2

Category 3 (Sea)

Missile Rearming Delay 4320



SPEED

Tech Level 1 = 20

Tech Level 2 = 27

Tech Level 3 = 34

Tech Level 4 = 43

Tech Level 5 = 51

Tech Level 6 = 59

Tech Level 7 = 64

Tech Level 8 = 69

Tech Level 9 = 72

Tech Level 10 = 74

SENSORS

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

MISSILE PAYLOAD

Tech Level 1 = 6

Tech Level 2 = 8

Tech Level 3 = 12

Tech Level 4 = 18

Tech Level 5 = 22

Tech Level 6 = 24

Tech Level 7 = 26

Tech Level 8 = 28

Tech Level 9 = 30

Tech Level 10 = 32

MISSILE RANGE

Tech Level 1 = 4
Tech Level 2 = 5
Tech Level 3 = 7
Tech Level 4 = 10
Tech Level 5 = 13
Tech Level 6 = 15
Tech Level 7 = 17
Tech Level 8 = 18
Tech Level 9 = 19
Tech Level 10 = 20

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 300
Tech Level 2 = 320
Tech Level 3 = 345
Tech Level 4 = 360
Tech Level 5 = 375
Tech Level 6 = 390
Tech Level 7 = 400
Tech Level 8 = 405
Tech Level 9 = 410
Tech Level 10 = 415

STEALTH

Tech Level 1 = 15
Tech Level 2 = 20
Tech Level 3 = 25
Tech Level 4 = 30
Tech Level 5 = 35
Tech Level 6 = 40
Tech Level 7 = 45
Tech Level 8 = 50
Tech Level 9 = 55
Tech Level 10 = 60

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 12
Tech Level 2 = 25
Tech Level 3 = 37
Tech Level 4 = 50
Tech Level 5 = 62
Tech Level 6 = 75
Tech Level 7 = 87
Tech Level 8 = 100
Tech Level 9 = 112
Tech Level 10 = 125

BALLISTIC MISSILE SUBMARINES

Density 0.0055

Type 18

HP 600

Gun Fire Rate -1

Missile Fire Rate -1

Category 3 (Sea)

Missile Rearming Delay 43200



SPEED

Tech Level 1 = 20

Tech Level 2 = 25

Tech Level 3 = 31

Tech Level 4 = 38

Tech Level 5 = 45

Tech Level 6 = 51

Tech Level 7 = 55

Tech Level 8 = 59

Tech Level 9 = 62

Tech Level 10 = 63

SENSORS

Tech Level 1 = 40

Tech Level 2 = 45

Tech Level 3 = 50

Tech Level 4 = 55

Tech Level 5 = 60

Tech Level 6 = 65

Tech Level 7 = 70

Tech Level 8 = 75

Tech Level 9 = 80

Tech Level 10 = 85

GUN DAMAGE

Tech Level 1 = 3.25

Tech Level 2 = 4.5

Tech Level 3 = 5.75

Tech Level 4 = 7.5

Tech Level 5 = 9.25

Tech Level 6 = 11.25

Tech Level 7 = 14

Tech Level 8 = 18

Tech Level 9 = 23

Tech Level 10 = 30

MISSILE PAYLOAD

Tech Level 1 = 8
Tech Level 2 = 12
Tech Level 3 = 18
Tech Level 4 = 26
Tech Level 5 = 34
Tech Level 6 = 40
Tech Level 7 = 44
Tech Level 8 = 46
Tech Level 9 = 48
Tech Level 10 = 50

MISSILE RANGE: For Ballistic missile submarines, the missile range is in Kilometres

Tech Level 1 = 2000
Tech Level 2 = 3500
Tech Level 3 = 5500
Tech Level 4 = 8500
Tech Level 5 = 12250
Tech Level 6 = 14750
Tech Level 7 = 16250
Tech Level 8 = 17500
Tech Level 9 = 18750
Tech Level 10 = 20000

MISSILE PRECISION: For Ballistic missile submarines, the missile precision margin of error (radius in meters). This is called the CEP or Circular Error Probable.

Tech Level 1 = 2000
Tech Level 2 = 1250
Tech Level 3 = 750
Tech Level 4 = 400
Tech Level 5 = 200
Tech Level 6 = 100
Tech Level 7 = 50
Tech Level 8 = 25
Tech Level 9 = 10
Tech Level 10 = 5

MISSILE DAMAGE: For Ballistic missile submarines, the missile damage is the Quantity of Kilotons in each ballistic missile

Tech Level 1 = 100 Kilotons
Tech Level 2 = 200 Kilotons
Tech Level 3 = 400 Kilotons
Tech Level 4 = 750 Kilotons
Tech Level 5 = 1500 Kilotons/1.5 Megatons
Tech Level 6 = 3250 Kilotons/3.25 Megatons
Tech Level 7 = 7250 Kilotons/7.25 Megatons
Tech Level 8 = 20000 Kilotons/20 Megatons
Tech Level 9 = 50000 Kilotons/50 Megatons
Tech Level 10 = 100000 Kilotons/100 Megatons

STEALTH

Tech Level 1 = 5
Tech Level 2 = 10
Tech Level 3 = 15
Tech Level 4 = 20
Tech Level 5 = 25
Tech Level 6 = 30
Tech Level 7 = 35
Tech Level 8 = 40
Tech Level 9 = 45
Tech Level 10 = 50

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 12
Tech Level 2 = 25
Tech Level 3 = 37
Tech Level 4 = 50
Tech Level 5 = 62
Tech Level 6 = 75
Tech Level 7 = 87
Tech Level 8 = 100
Tech Level 9 = 112
Tech Level 10 = 125

AIRCRAFT CARRIERS

Density 0.09

Type 19

HP 4000

Gun Fire Rate 1

Missile Fire Rate 0.4 (Air Sorties)

Category 3 (Sea)

Missile Rearming Delay 60



SPEED

Tech Level 1 = 40

Tech Level 2 = 48

Tech Level 3 = 56

Tech Level 4 = 61

Tech Level 5 = 65

Tech Level 6 = 68

Tech Level 7 = 71

Tech Level 8 = 74

Tech Level 9 = 76

Tech Level 10 = 77

SENSORS

Tech Level 1 = 40

Tech Level 2 = 47

Tech Level 3 = 53

Tech Level 4 = 59

Tech Level 5 = 65

Tech Level 6 = 71

Tech Level 7 = 77

Tech Level 8 = 82

Tech Level 9 = 87

Tech Level 10 = 92

MISSILE PAYLOAD

Tech Level 1 = 8

Tech Level 2 = 20

Tech Level 3 = 34

Tech Level 4 = 56

Tech Level 5 = 74

Tech Level 6 = 88

Tech Level 7 = 98

Tech Level 8 = 106

Tech Level 9 = 114

Tech Level 10 = 120

NOTES:

Missile Payload simulates a number of combat aircraft on board the vessel.

Missile Range simulates the Air Combat Range.

Missile Damage simulates the amount of firepower and ordnance the total air units have.

MISSILE RANGE

Tech Level 1 = 32
Tech Level 2 = 52
Tech Level 3 = 64
Tech Level 4 = 74
Tech Level 5 = 82
Tech Level 6 = 88
Tech Level 7 = 92
Tech Level 8 = 95
Tech Level 9 = 98
Tech Level 10 = 100

MISSILE PRECISION

Tech Level 1 = 50
Tech Level 2 = 55
Tech Level 3 = 60
Tech Level 4 = 65
Tech Level 5 = 70
Tech Level 6 = 75
Tech Level 7 = 80
Tech Level 8 = 85
Tech Level 9 = 90
Tech Level 10 = 95

MISSILE DAMAGE

Tech Level 1 = 100
Tech Level 2 = 250
Tech Level 3 = 450
Tech Level 4 = 675
Tech Level 5 = 825
Tech Level 6 = 960
Tech Level 7 = 1105
Tech Level 8 = 1225
Tech Level 9 = 1350
Tech Level 10 = 1480

COUNTERMEASURES

Tech Level 1 = 10
Tech Level 2 = 12
Tech Level 3 = 14
Tech Level 4 = 16
Tech Level 5 = 18
Tech Level 6 = 20
Tech Level 7 = 21
Tech Level 8 = 22
Tech Level 9 = 23
Tech Level 10 = 24

ARMOR

Tech Level 1 = 100

Tech Level 2 = 200

Tech Level 3 = 300

Tech Level 4 = 400

Tech Level 5 = 500

Tech Level 6 = 600

Tech Level 7 = 700

Tech Level 8 = 800

Tech Level 9 = 900

Tech Level 10 = 1000

STRATEGIC MISSILES

Density 0.000

Type 20

HP 1

Gun Fire Rate -1

Missile Fire Rate -1

Category 4 (ICBM)

Missile Rearming Delay -1



MISSILE PRECISION

Tech Level 1 = 50

Tech Level 2 = 55

Tech Level 3 = 60

Tech Level 4 = 65

Tech Level 5 = 70

Tech Level 6 = 75

Tech Level 7 = 80

Tech Level 8 = 85

Tech Level 9 = 90

Tech Level 10 = 95

MISSILE DAMAGE: For the nukes, the missile damage is the Quantity of Kilotons for the missile

Tech Level 1 = 100 Kilotons

Tech Level 2 = 200 Kilotons

Tech Level 3 = 400 Kilotons

Tech Level 4 = 750 Kilotons

Tech Level 5 = 1500 Kilotons/1.5 Megatons

Tech Level 6 = 3250 Kilotons/3.25 Megatons

Tech Level 7 = 7250 Kilotons/7.25 Megatons

Tech Level 8 = 20000 Kilotons/20 Megatons

Tech Level 9 = 50000 Kilotons/50 Megatons

Tech Level 10 = 100000 Kilotons/100 Megatons

GUN DAMAGE: For the nukes, the Gun damage is the range in Kilometres for a Full blast zone for the nuke from ground zero.

Tech Level 1 = 3.25

Tech Level 2 = 4.5

Tech Level 3 = 5.75

Tech Level 4 = 7.5

Tech Level 5 = 9.25

Tech Level 6 = 11.25

Tech Level 7 = 14

Tech Level 8 = 18

Tech Level 9 = 23

Tech Level 10 = 30

MISSILE RANGE

Tech Level 1 = 2000

Tech Level 2 = 3500

Tech Level 3 = 5500

Tech Level 4 = 8500

Tech Level 5 = 12250

Tech Level 6 = 14750

Tech Level 7 = 16250

Tech Level 8 = 17500

Tech Level 9 = 18750

Tech Level 10 = 20000

TECH LEVELS IN REAL TERMS

By Seven

We know what the numbers mean, but in real terms, what makes the difference between advancements in Tech levels?

Speed & Manoeuvrability determines the speed at which the unit moves and reduces the chances of getting hit by enemy fire.

Tech level improvements simulate advancements in:

- Airframe design, power plant & propulsion
- Naval hull design, power plant & propulsion
- Vehicle design, power plant & propulsion
- Lightweight but durable materials

Sensors determine a unit's ability to successfully target an enemy unit.

Tech level improvements simulate advancements in:

- Radar
- Sonar
- Infra-Red scopes & sensing (IR)
- Thermal scopes & sensors

Gun range determines the distance at which the unit can hit a target using guns.

Tech level improvements simulate advancements in:

- Ballistics
- Propelled rounds

Gun precision determines the probability of successfully hit a target using guns.

Tech level improvements simulate advancements in:

- Range-Finder scopes
- Optical sights
- Laser targeting
- Laser Rangefinders
- Ballistic Computers
- Gun stabilisation
- Lower recoil

Gun damage determines the amount of damage dealt to a target after a successful hit using guns.

Tech level improvements simulate advancements in:

- Armor penetration
- Explosive power

Missile payload determines the amount of missiles carried by the unit.

Tech level improvements simulate advancements in:

The amount of missiles that can be carried:

- Reduced missile size & weight without decrease in firepower

Missiles range determines the distance at which the unit can hit a target using missiles.

Tech level improvements simulate advancements in:

- Fuel
- Propulsion systems
- Lightweight materials

Missiles precision determines the probability of successfully hit a target using missiles.

Tech level improvements simulate advancements in:

- Target acquisition systems
- Anti-Countermeasure systems

Missiles damage determines the amount of damage dealt to a target after a successful hit using missiles.

Tech level improvements simulate advancements in:

- Armor penetration
- Explosive power
- Warhead design

Stealth While in combat, stealth greatly reduces the chances of being the target of enemy fire, increasing the unit's survivability.

Tech level improvements simulate advancements in:

- Anti-sensor systems
- Silent operation
- Reduced heat signatures
- Reduced sensor visibility
- Stealth materials

Countermeasures determines a unit's chance of evading incoming missiles, slightly increasing its survivability.

Tech level improvements simulate advancements in:

- Electronic counter-measures
- Missile Jamming/Targeting jamming
- Chaff/flares/decoys

Armor reduces the amount of damage dealt to a unit after a successful hit.

Tech level improvements simulate advancements in:

- Metallurgy
- Anti-ballistic materials/substances (ceramics, resins)
- Kinetic energy reduction in materials
- Armor construction

Use In After-Action Reports (AARs)

The above information is of no real importance to playing Superpower 2 but can be very useful for writing detailed AAR's and for general interest.

It is more interesting and flavourful to say:

“During this time, China secretly gave improved ground-based missile warhead designs and armor penetration technology to The Holy See” than
“China gave Holy See Tech Level 6 in land missile damage”

Actual Tech Level descriptions (Taken from the SP2 Strings List)

TECH 0	Inexistent
TECH 1	Poor
TECH 2	Low
TECH 3	Average
TECH 4	Above average
TECH 5	Advanced
TECH 6	Highly advanced
TECH 7	Cutting edge
TECH 8	Futuristic
TECH 9	Atlantean
TECH 10	Alien